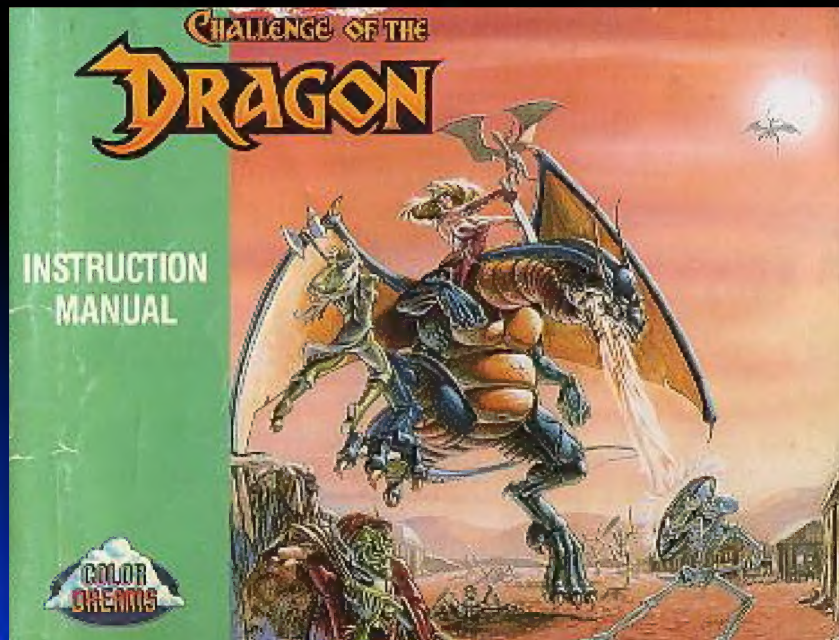


# Nintendo ENTERTAINMENT SYSTEM



COLOR DREAMS, INC.  
CUSTOMER SERVICE DEPARTMENT  
2700 E. IMPERIAL HWY., BLDG. B  
BREA, CA 92621

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## CHALLENGE OF THE DRAGON CONTROL SUMMARY

### CONTROLS

CONTROL PAD: Left/Right Arrow-Moves Sir Burkelot to the left/right.  
BUTTON A: Causes the hero to jump. (During Superrun - he will flip. Holding down the Down Arrow and push Button A to jump down.  
BUTTON B: Causes the hero to attack. Holding down Button B while moving to either left or right causes the hero to Superrun or to shoulder butt.  
START BUTTON: Starts and pauses the game.  
SELECT BUTTON: Causes the hero to throw magic.

### SPECIAL OBJECTS

BLACK POTION: Throw this magic potion to defeat enemies.  
PINK POTION: Gives Sir Burkelot extra health.  
GREEN POTION: Gives you an extra man.  
HEALTH INDICATOR: Refer to the status bar at the top of the screen to keep track of health Sir Burkelot has.

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## CHALLENGE OF THE DRAGON

### I. INTRODUCTION - STORY LINE



Times were once serene in the lush lands of Lorin long before technology and evil... the evil necromancer Deniwind that is. As a child, this seemingly harmless soul spent his time idly whittling away the hours with magically insignificant spells. Young Deniwind would make an egg float here, a chicken turn into a grasshopper there, or simply conjure a lizard man or two to do his chores for him. Then disaster and puberty struck, rending poor Deniwind a walking testosterone magic machine with an eye for causing mischief. Some would maintain that wiping out entire villages "by accident" on purpose was more than mischief!

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## LE DEFI DU DRAGON

### I. INTRODUCTION-Intrigue

Les temps étaient autrefois sereins sur les terres luxuriantes de Lorin, bien avant la technologie et le mal... c'est-à-dire le néo-zanzien malveillant Deniwind. Alors enfant, cette âme apparemment innocente, passa son temps à paresseusement marquer les heures de sorts magiques insignifiants. Le jeune Deniwind faisait ici flotter un œuf, changeait là un poulet en sauterelle, ou simplement obligeait un homme lézard ou deux à faire les corvées pour lui. Puis le désastre et la puberté frappèrent, transformant le pauvre Deniwind en une machine magique à testostérone avec un œil à engendrer les sottises. Certains maintiendront qu'éliminer un village entier "par accident" exprès, était plus qu'une sottise.

## DIE HERAUSFORDERUNG DES DRACHEN

### I. EINFÜHRUNG-Gang Der Handlung

Einst waren die Zeiten noch heiter in den üppigen Ländern Lorins. Das war lange bevor es Technologie und den Bösewicht, den Bösen mit Namen Halbwind gab. Als Kind vergewandte dieser scheinbar harmlose Bursche seine Zeit, in dem er stundenlang magisch unbedeutende Zauber ausführte. Der junge Halbwind würde hier ein Ei durch die Luft schweben lassen, und dort ein Huhn in einen Grashüpfer verwandeln, oder einfach einen oder zwei Eidechsenmänner beschwören, seine Arbeit zu tun. Dann, als er in das Pubertätsalter kam, trat die Katastrophe ein, der arme Halbwind wurde von einem wandernden Testosteron erschüttert und zu einer magischen Maschine gemacht, die nur darauf aus war, Unfug anzurichten. Einige würden natürlich sagen, daß das Ausrotten ganzer Dörfer "aus Versehen" oder mit Absicht, mehr als Unfug war!

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## 1. INTRODUCTION (Continued)

Peter Sir Burkelot. Raised by a knight and a monk, this killer-tot soon mastered the art of Kung Fu and Swordsman-ship to become the first of his kind...A Dragon Style Master.

Lady Ninita, Sir Burkelot's girlfriend, was an artistic prodigy who was held in high regard in the village. Until one day, Deniwind decided to kidnap her.



It is now up to Sir Burkelot to rescue his companion and defeat Deniwind once and for all. The way will not be easy since this psychopath has controlled the minds of the best warriors he could find. Only the Dragon Style Kung Fu can save you now...



### I. INTRODUCTION (suite)

Entre Sir Burkelot. Elevé par un chevalier et un moine, ce petit tueur maîtrisa vite l'art du Kung Fu et du maniement de l'épée, pour devenir le meilleur de tous...Un Maître des Dragons.

Lady Ninita, la fiancée de Sir Burkelot, était un prodige artistique qui était tenu en haute estime dans le village. Jusqu'à ce qu'un jour, Demiwind décide de l'enlever.

C'est à présent la tâche de Sir Burkelot de sauver sa compagne et d'évincer Demiwind une fois pour toutes. Ce ne sera pas facile car ce psychopathe contrôle les esprits de tous les meilleurs guerriers qu'il a pu trouver. Seul, le Kung Fu du Dragon peut vous sauver à présent.

### I. EINFÜHRUNG (Fortsetzung)

Jetzt tritt der Ritter Burkelot auf. Ein Ritter und ein Mönch haben ihn, diesen tod - bringenden Jungen erzogen, der bald die Kunst des Kung Fu und des Schwertkampfes beherrschte, und als erster seiner Art - Meister des Drachenstils wurde.

Prinzessin Ninita, Sir Burkelots Freundin war ein künstlerisches Wunderkind und in Dorf hoch geachtet. Bis eines Tages Halbwind sich entschloß, sie zu entführen.

Jetzt kommt es auf Sir Burkelot an, seine Begleiterin zu retten und Halbwind ein für alle mal zu schlagen. Der Weg wird nicht sehr leicht sein, da dieser Psychopath das Denken der besten Krieger, die er finden konnte, unter seiner Kontrolle hat. Nur der Drachenstil Kung Fu kann jetzt Rettung bringen.

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## 1. INTRODUCTION (Continued)

Sir Burkelot uses ancient martial arts which include: sword attack, knee to the chest for close range, side kick for far range, flying dragon kick, shoulder butt, and, of course, running and jumping.

Sir Burkelot will choose the appropriate attack based on the distance to the enemy. The player only needs to press the B button to attack.

The shoulder butt will occur during superrun when there is an enemy in the way. The player must time this or the hero will miss the shoulder butt.

The flying dragon kick occurs any time the hero is jumping and the attack button is pressed (except when the hero is flipping.)

To make Sir Burkelot superrun, use left or right to get him up to full walking speed then press the attack button and hold it down.

### 1. INTRODUCTION (suite)

Sir Burkelot utilise les anciens arts martiaux qui incluent : l'attaque à l'épée, genoux poitrine pour l'attaque de près, coup de pied latéral pour l'attaque plus éloignée, le coup du Dragon volant, coup d'épaule, et, bien sûr, courir et sauter. Sir Burkelot choisira l'attaque appropriée selon la distance de l'ennemi. Le joueur appuiera sur le bouton B pour attaquer. Le coup d'épaule se produira durant la course rapide lorsqu'un ennemi se trouvera sur le chemin. Le joueur devra calculer le moment de cette attaque car sinon le héros manquera ce coup d'épaule.

Le coup du Dragon volant est possible chaque fois que le héros saute et que le bouton d'attaque est pressé (sauf quand le héros fait un filip).

Pour faire faire une course rapide à Sir Burkelot, utilisez gauche ou droite pour le faire arriver à la vitesse de marche maximale, et appuyez sans discontinuer sur le bouton B.

Sir Burkelot gebraucht seine alten Kriegskünste, den Schwertangriff, Knie zur Brust für den Nahkampf, Seitentritt für weitere Entfernungen, fliegender Drachentritt, Schulter Kopfstoß und natürlich Laufen und Springen einschließl. en.

Sir Burkelot wird den angebrachten Angriff je nach der Entfernung des Feindes wählen. Der Spieler muß nur die B Taste zum Angriff drücken.

Der Schulter Kopfstoß tritt während eines Superlaufs ein, wenn der Feind im Weg ist. Der Spieler muß das zeitlich in Griff haben, oder der Feind wird den Schulter Kopfstoß verpassen.

Der fliegende Drachentritt ereignet sich jedes Mal, wenn der Held springt. Dann wird die Angriffstaste gedrückt. (soß er, wenn der Held sich überschlägt)

Duht muß Sir Burkelot seinen Superlauf machen. Es ihn zur vollen Gehgeschwindigkeit zu bringen, können Sie entweder von Rechts oder von links, dann drücken Sie die Angriffstaste und halten Sie sie nach unten.

### IV. ENEMIES (Continued)

KILLER MONGOL



**VALENTINE**  
It'll be quite a task to keep up with these frenzied Amazon fighters from lower-East side of Trinder.

So, you can drive to home the Amazon and the Amazon fighters from lower-East side of Trinder.

So, you can drive to home the Amazon and the Amazon fighters from lower-East side of Trinder.



VALENTINE IN ACTION

NASTY NINJA



DEROLY STAFF WELTER IN FOREST



### V. WORLD DESCRIPTIONS

1. **VILLAGE:** This world is the first... Sir Borkular starts out here and must contend with Dragons & knife bandits.
2. **GRASSLANDS:** Beware of this multi-leveled world. Watch for lizards that can jump very high & stick waiting things. Large bugs in this grassy area will get in your way but are easily taken care of.
3. **BIG WALL:** Capped guards & nasty Ninjas will make life difficult. Avoid the Ninja's evil shurikens as you make progress.
4. **MASTER NINJA:** Take on the Master Ninja after conquering the Ninjas of Big Wall. These masters of blood style are no pushover as they'll toss bombs your way and hurl shurikens at you. You will find magic to help you here.
5. **ROCKY HAVEN:** A Haven for Giants. Giant Mongol-fighters with clubs will be sure to crush those who get in their way. They have been known to cause avalanches with their awesome strength.
6. **FOREST:** A chosen spawning place for lightning warriors & natural. Watch for the keeper of this area-The Amazonian Dragonaur.
7. **WIZARD'S VILLAGE:** An area populated exclusively by Wizards and their magic.
8. **OUTER CASTLE:** Watch for skeletons & Fighting Valkyries. This castle is the outer defense of the evil overlord.
9. **GRAVEYARD:** Rumor has it that the mad overlord has animated the dead here.
10. **INNER CASTLE:** This is the lair of the mad overlord. Watch for flying machines and defeat the evil one.





## VI. HINTS AND TIPS

- Be careful, some enemies may do more damage to Sir Burkelot than others! Watch his reaction and your health indicator on the status bar.
- Refer to the status bar at the top of the screen to keep track of health and how many more lives Sir Burkelot has earned.
- Some enemies may be able to throw weapons at you as well as attack with their own style of Kung Fu.
- The Flying Dragon Kick is Sir Burkelot's most powerful attack but is hard to pull off. His sword is the next most powerful attack.
- The enemies range from sedate Samurai to malicious Mongol-Giants and nasty Ninjas! Some things are harmless to Sir Burkelot such as the fireflies.

# Nintendo ENTERTAINMENT SYSTEM

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

## 90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

### TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and crate the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE

has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

### LIMITATIONS

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## CHALLENGE OF THE DRAGON EVALUATION SHEET

NAME: \_\_\_\_\_ AGE: \_\_\_\_\_ SEX: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

DATE: \_\_\_\_/\_\_\_\_/\_\_\_\_ PHONE # (Optional): {\_\_\_\_} \_\_\_\_-\_\_\_\_

[CIRCLE THE APPROPRIATE CHOICES.]

- 1) DID YOU PURCHASE THIS GAME BECAUSE OF: A B C D E F  
A) HEARD IT FROM A FRIEND D) ATTRACTIVE PACKAGING  
B) A MAGAZINE AD E) LOWER PRICE  
C) A MAGAZINE REVIEW F) OTHER: \_\_\_\_\_

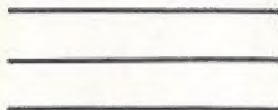
- 2) WHERE DID YOU PURCHASE THIS GAME? A B C D E F  
A) DEPARTMENT OR CHAIN STORE D) MAIL ORDER  
B) TOY STORE OR HOBBY SHOP E) FLEA MARKET  
C) VIDEO RENTAL STORE F) OTHER: \_\_\_\_\_

- 3) HOW MANY COLOR DREAMS GAMES DO YOU OWN: 1 2 3 4 5&UP

[GRADING SCALE: A: EXCELLENT B: GOOD C: AVERAGE D: POOR F: BAD]

- 4) GAME'S OVERALL ENTERTAINMENT VALUE A B C D F  
5) PLAY ACTION A B C D F  
6) GRAPHICS (COLOR, DESIGN, ANIMATION) A B C D F  
7) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) A B C D F  
8) DIFFICULTY LEVEL (A: TOO EASY ... F: TOO HARD) A B C D F

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